## ABSTRACT OF THE DISCLOSURE

A turn-based strategic board game played on a gridded board with different strength piece types, wherein a player's higher strength piece is able to move or freeze an opposing player's lower strength piece. A player wins by moving one of his lowest strength pieces to the row farthest away from the winning player. The game board has one or more predetermined trap spaces wherein if a piece is on a trap space, then under certain conditions the piece will be removed from the game. Movement turns proceed in sequence among players. During a player's turn, the player may make optionally multiple moves, optionally divided among a plurality of the player's pieces. Initial setup involves each player placing his pieces in self-determined spaces of the player's first two board rows. In a preferred embodiment, two players can play on an appropriately marked chess board using standard chess pieces.

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